A-PDF Image To PDF Demo. Purchase from www.A-PDF.com to ren

ACTIVISION

Metro

Distributed by Metro Video Games
Printed in Japan

NES-6S-AUS

# Sword Master™

ACTIVISION

This seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System™.



This game is licensed by Nintendo®
for play on the

Nintendo and Nintendo Entertainment System
are trademarks of Nintendo.

ACTIVISION

*Sword Master*™

Developed by Athena.
Produced by Steven Ackrich.
Product Management by John Crompton and Greg Suarez.
Testing by Gary Barth, Gerald P. McLane, Kelly Rogers, Oak Dellenbach and Dale Palmer.
Player's Guide by Gary Barth and Christopher Shen.
Player's Guide Art by Francis Mao.
Player's Guide Design by Leslie Roth.
Technical Assistance by Dave Ross.
Special Thanks to Bill Swartz and Nancy Waisanen.
Package Design by Bob Schonfisch.



For information about our products, write to:

Consumer Services
Activision Europe
BP 40
92101 Boulogne-Billancourt France

For the best service, be sure to note the subject of your inquiry on the outside of the envelope.

Sword Master™ ©1990 Athena.

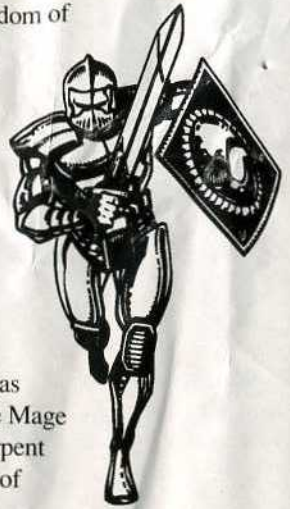
Player's Guide ©1991 Activision. All rights reserved.

# *The Quest of the Sword Master*

Standing atop the mountain pass, the mighty Kingdom of Eledar lays before you. When you last stood here, you were a young, untested warrior, searching for your destiny..

Since then, you have roamed the untamed Borderlands. Venturing into countless realms of evil and chaos, you have left behind a trail of legend and glory. This was your destiny. You have become the Sword Master, the warrior supreme. You have conquered all that have opposed you.

But while you were taming the Borderlands, evil has spread to the very heart of Eledar. The wicked Fire Mage has forged a powerful alliance with Vishok the Serpent god. Vishok has brought with him a ghastly hoard of creatures never before seen in this dimension.

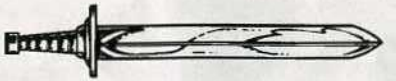




Together, they have captured the Kingdom.

All the forces of good have been vanquished. The mighty castle has been captured, and the noble princess Aria is locked in its deepest dungeon. Old King Aragon has called you back to save his daughter and his kingdom.

You are the Sword Master... *You must not fail!*



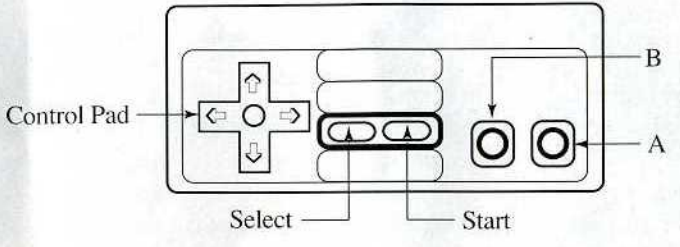
## *Getting Started*

1. With your game system and TV or monitor off, insert the *Sword Master* cartridge into your Nintendo Entertainment System, as described in your owner's guide.
2. Turn on your game system and TV or monitor. Press **Start**.
3. After losing all your health, you will go to the continue screen. Use the left and right arrows on your **Control Pad** to choose between *continue (yes )* or *game over (no)*. Press **Start** to continue your game. You can continue the same game five times before having to restart a new game.



## *Heed thy Words*

You, the Sword Master, begin your quest in the Forest of Living Darkness. You must battle your way through seven perilous levels, ultimately bringing you face to face with Vishok the Serpent god. Beware! Evil lurks at your every step, and at times, your magic cloak may serve you better than your sword.



**Control Pad**

| | |
|---|---|
| "LEFT" | Moves you to the left |
| "RIGHT" | Moves you to the right |
| "UP" | Raises your shield |
| "DOWN" | Makes you kneel |

**Buttons**

| | |
|---|---|
| "A" | Jump/Double Jump* |
| "B" | Swings sword/Releases a Magical Spell |
| "START" | Pauses the game |
| "SELECT" | Selects your magic cloak |

*Hitting the jump button consecutively allows you to extend your jumps.



***Combat***

You may control the swinging angle of your sword by pressing "B" while using your **Control Pad**.

| | |
|---|---|
| "LEFT" | Side arm swing |
| "RIGHT" | Side arm swing |
| "UP" | Overhead swing |
| "DOWN" | Low forward thrust |

## *Magic*

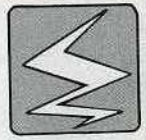
When the good King fled the castle, he lost his mystic staff and its symbols of power. The staff can transform into the Cloak of Might, and by using the symbols of power, you can give the cloak more powerful spells. The troops of the Fire Mage have recovered these objects of power, and plan to give them to their master. If the player can defeat these enemies, the cloak and power symbols can be recovered, and used to defeat the forces of evil.

After defeating the first blue knight (Knight of the Serpent), you will receive the Magic Staff, enabling you to don the Cloak of Might. As you play through the game, you will acquire different types of magic from certain enemies. Pressing "SELECT" activates the cloak and pressing "START" gets you to the magic menu. Press "RIGHT" to cycle through the menu. Press "B" to use your magic. Holding down the "B" button increases the energy of the spell.

1) **Magic Staff** - This gives you the ability to fire a short range energy ball. Holding the "B" button down allows the ball to be fired across the screen.

2) **Bomb** - Launches a bomb that arcs forward. Holding the "B" button down causes multiple bombs to explode.

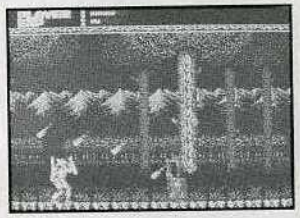
3) **Lightning** - This spell casts a lightning bolt. Holding the "B" button down creates a vertical lightning beam that cripples everything in its path.



4) **Fire** -This weapon projects a fire ball. Holding the "B" button down generates a sun burst that chars everything in view.

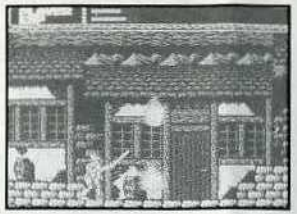
## *A Warrior's Path*

LEVEL 1- **Forest of Living Darkness**
You begin your quest here at the once-beautiful forest. It surrounds the Kingdom of Eledar that is now shrouded in darkness, home to the creatures of evil.



LEVEL 2- **Village of Sheridon**

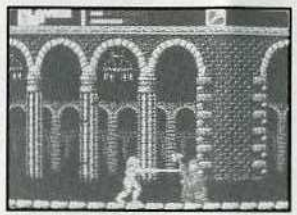
Under Vishok's iron rule, the villagers live in constant fear. You must defeat the blue knight that waits for you at the edge of the village.





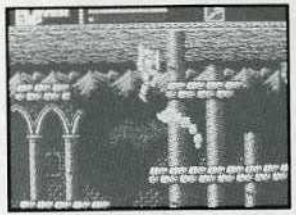
LEVEL 3- **Castle Entrance**

As you pass through the iron gates of the Castle entrance, your adventure truly begins. Beware the wrath of the Reaper.



LEVEL 4- **The Courtyard**

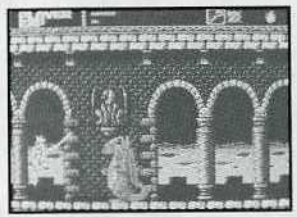
Rows of broken columns line this part of the castle. Deteriorated walkways of stone will force you to leap from ledge to ledge. The gargoyle waits to end your quest.





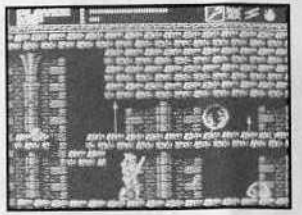
LEVEL 5- **Castle Corridor**

While the sun shines brightly across the kingdom, it casts no light through the ancient archways. Your path leads you to the Emerald Dragon.



LEVEL 6- **Dungeon**

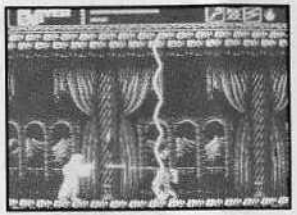
Down in the gloomy dungeon where many of Vishok's enemies met their fate, falling rocks and spears serve as deterrents before your battle with the Barbarian.





LEVEL 7- **Inner Keep**

Deep in the heart of the castle lies the inner keep where your combat skills and razor- sharp sword can mean the difference between victory and defeat.



## *Wicked Foes*

**Vampire Bats-** Making their home in the darkness of the evil Elms, these flying creatures of the night tend to swoop down to take your life.

**Sword Wielding Skeletons-** The remains of these demon warriors of the past walk the earth once again. They'll challenge anyone who crosses their path.

**DireWolves-** These vicious animals roam the forest, hungrily hunting their prey.

**Gorak the Ogre-** Legend has it that this dreaded, club-toting ruler of the wooded lands, known for his mammoth size and ghastly blue skin, has the strength of ten men.

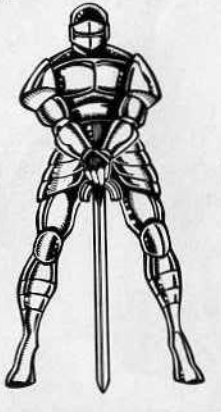
**Marillious the Wizard-** Beware the power of evil. Even a sorcerer's apprentice can cause massive destruction. A wizard's death is not always what it seems.

**Fire Elementals-** The spawn of the sorcerer, these living flames will try to burn you with their deadly sparks.

**Fire Seed-** This is Marillious' blazing attempt to stop you from reaching the castle.

**Zombies-** All those who oppose Vishok will soon find themselves transformed into one of these, doomed to walk among the living dead.

**Creeping Ghouls-** Similar to the Zombies, a touch from these creatures can knock the life from you. Watch your step!



**Knights of the Serpent-** This fierce band of armored warriors guard various parts of the kingdom. Their fighting skills are said to be unparalleled.

**Evil Eyes-** These indestructible magical orbs allow Vishok to keep a watchful eye on the Kingdom of Eledar. Getting past them will prove to be no easy task.



**Zillasaur-** Vishok's souvenir from the prehistoric age, this fire-breathing pet can swing a deadly tail.

**Lizard Men-** Victims of the Dark Sorcerer's wrath, these cold-blooded reptiles were pulled from their dimension to serve as guards.



**Grim Reaper-** You'll meet the Reaper more than once during your adventure. Here is your chance to not only cheat death but defeat it as well. Watch out for the healing spell.

**Fire Drake-** These flying snake-like dragons will coil around you, trying to knock you into the bottomless pits.

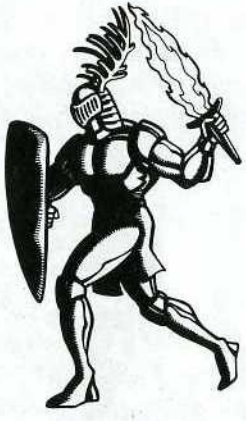


**Gargoyles-** A hideous breed of winged demons that disguise themselves as stone statues that watch over the castle until it is time to defend it from Vishok's enemies.

**Emerald Dragon-** Helping to discourage intruders, Vishok instructed his servants to move the dragon from his home in the dungeon to the corridor. This will be a true test of your bravery and skill.



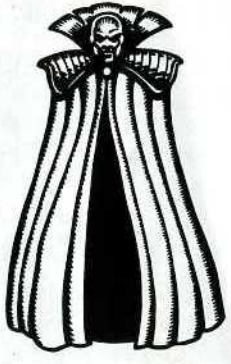
**The Flail-** One of Vishok's best soldiers, the Flail uses a morning star to destroy his opponents.



**Gold Knight-** Once a protector of the people, he has fallen under the spell of the Fire Mage, and now guards the inner keep of the castle. His fire sword can project both fire bolts and an energy shield.

**Barbarians-** They were transported from ano dimension by the Fire Mage as a gift for Vish constantly searches for the best fighters. Bew their razor-sharp flying battle axes.





**Dark Sorcerer-** Possessor of the most powerful mystic abilities in the kingdom, a few hits from his supernatural lightning bolts could end your life. Your spell-casting powers will serve you well against this relentless foe.

**Silver Knight-** Separated at birth, the evil twin of the Gold Knight has devoted his life to serving Vishok. Getting past his spike-shooting mace will be quite a challenge.

**Fire Mage-** This lord of scorching fury is the last step before your ultimate battle.

**Vishok the Serpent god-** If you have made it this far, you are truly the supreme warrior. Now you must defeat the most deadly of all your opponents. The fate of the kingdom rests in your hands.



## *Points and Potions*

Your health bar is located next to the word "PLAYER" in the upper left of the screen. Each time you take damage from an enemy you lose two health points. You can gradually replenish your health bar by obtaining flasks of potion from certain enemies that you destroy. These potions can increase your health by *one* or *two* points depending on which enemy you defeat. When you go into combat with powerful opponents, their health bar will appear under yours to show the amount of damage you are inflicting.

Your ***experience*** points allow you to utilize your magic. As you defeat additional enemies, your experience points will build up one by one on the bar under your health. Be careful not to fill the bar all the way up, or all the experience points you have gained will vanish. Using the extra power drains more from your bar. Each form of magic uses up a different amount of experience.

| | Regular Power | Extra Power |
|---|---|---|
| Magic Staff | 0 | 1 |
| Bomb | 1 | 3 |
| Lightning | 1 | 4 |
| Fire | 1 | 5 |

## *Words of Wisdom*



1) Eliminate as many bats as possible to earn experience points. Use the double jump (see Heed Thy Words) and the overhead swing to get at the high flying ones.
2) Learn the wolves' patterns so you can anticipate their moves. If you're not sure, jump over them.
3) The "jump in, attack, jump out" method works well against certain enemies.
4) Hit the Fire Elementals before they hit you.
5) Try and get behind Marillious to avoid the bolts from his hand.
6) Learn to do multiple jumps. This will especially help you through the Courtyard level.
7) Down in the Dungeon, time your movements across the spikes.
8) In the Courtyard, when you reach the three eyes, your options are to move under or over them.
9) An effective defense against the Lizard Men is to stay low and thrust fast. Watch out for their jump kicks.
10) To defeat the Zillasaur, stay away from his firebreath and let him come to you. Hit him as many times as you can, then back up and repeat the steps.
11) Your shield is your protection against most opponents.
12) Be careful when jumping from ledge to ledge. Most of them are very slippery.

## WARRANTY

**In the event of defect in materials or workmanship being detected in this product, Playcorp Pty. Ltd. ("Playcorp") warrants to the original purchaser to repair or replace the product (at the discretion of Playcorp) at no coast to the purchaser, provided it is returned to one of our offices or agents.**

**This warranty does not apply where the product has been damaged after sale to the original purchaser by incorrect or unreasonable use, negligence, notification or by damage not related to defects in materials or workmanship.**

**This product is sold subject to all warranties implied pursuant to the provisions of the Trade Practices Act (Commonwealth).**

## ! WARNING !

## DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment Systemtm ("NES") and NES games.

Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television.

Please contact your TV manufacturer for further information.